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Tom Ngo , Doug Cutrell , Jenny Dana , Bruce Donald , Lorie Loeb , Shunhui Zhu
Proceedings of the 27th annual conference on Computer graphics and interactive techniques July 2000

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- 2** Strategies for polyhedral surface decomposition: an experimental study 80%

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archaeology

John Cosmas , Take Itegaki , Damian Green , Edward Grabczewski , Fred Weimer , Luc Van Gool , Alexy Zalesny , Desi Vanrintel , Franz Leberl , Markus Grabner , Konrad Schindler , Konrad Karner , Michael Gervautz , Stefan Hynst , Marc Waelkens , Marc Pollefeys , Roland DeGeest , Robert Sablatnig , Martin Kampel

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5 Modelling for heritage experiences: Rapid procedural-modelling of architectural structures

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7 Modeling and rendering of weathered stone

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9 Reconstruction of 3D virtual buildings from 2D architectural floor plans

77%

Clifford So , George Baci  , Hanqiu Sun



Proceedings of the ACM symposium on Virtual reality software and technology
1998 November 1998

10 Making radiosity usable: automatic preprocessing and meshing 77%



techniques for the generation of accurate radiosity solutions

Daniel R. Baum , Stephen Mann , Kevin P. Smith , James M. Winget

**ACM SIGGRAPH Computer Graphics , Proceedings of the 18th annual conference
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configuration modeling

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2 Columns: Computer graphics around the world: computer graphics in 77%

Hong Kong

Zhigeng Pan , Pheng-ann Heng , Rynson W. H. Lau

ACM SIGGRAPH Computer Graphics February 2000

Volume 34 Issue 1

Computer graphics has evolved to become an important discipline in both academia and industry, and an enabling technology for a broad variety of applications such as engineering (CAD, CAE and CAM), GIS, publishing and office applications. It can no longer be regarded as a confined discipline devoted solely to graphics standards or traditional techniques of 3D representations and rendering. The influence of computer graphics can be felt in almost all of today's key industrial areas, wherever comp ...

3 Virtual reality and simulation 77%

Martin Barnes

Proceedings of the 28th conference on Winter simulation November 1996

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1

2

3

4

5

6

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9



1 Field studies II: Technology for boundaries 82%



Susanne Bødker , Jannie F. Kristenisen , Christina Nielsen , Werner Sperschneider

Proceedings of the 2003 international ACM SIGGROUP conference on Supporting group work November 2003

This paper presents a study of an organisation, which is undergoing a process transforming organisational and technological boundaries. In particular, we shall look at three kinds of boundaries: the work to maintain and change the boundary between the organisation and its customers; boundaries between competencies within the organisation; and boundaries between various physical locations of work, in particular between what is done in the office and what is done on site. Maintaining and changing ...

2 Field studies I: Ordering systems: coordinative practices in architectural design and planning 82%



Kjeld Schmidt

Proceedings of the 2003 international ACM SIGGROUP conference on Supporting group work November 2003

In their cooperative effort, architects depend critically on elaborate coordinative practices and artifacts. The paper presents, on the basis of an in-depth study of architectural work, an analysis of these practices and artifacts and shows that they are multilaterally interrelated and form complexes of interrelated practices and artifacts which we have dubbed 'ordering systems'. In doing so, the paper outlines a conceptual framework for investigating and conceiving of such practices.

3 Coverage, relevance, and ranking: The impact of query operators on Web search engine results 80%



Caroline M. Eastman , Bernard J. Jansen

ACM Transactions on Information Systems (TOIS) October 2003

Volume 21 Issue 4

Research has reported that about 10% of Web searchers utilize advanced query operators, with the other 90% using extremely simple queries. It is often assumed that the use of query operators, such as Boolean operators and phrase searching, improves the effectiveness of Web searching. We test this assumption by examining the effects of query operators on the performance of three major Web search engines. We selected one hundred queries from the transaction log of a Web search service ...

4 Teamwork is the heart of technology 77%



Tammy Hohlt , Kristy Cunningham

Proceedings of the 31st annual ACM SIGUCCS conference on User services

September 2003

IAT Services, the central Information Technology group at the University of Missouri-Columbia, operates computing sites in general access, classroom, and residence hall settings. The computing sites are supported by various methods including on-site Consultants, roaming Support Specialists, and a call-in Support Center designed specifically for supporting the sites. In the past year, various services have helped to provide better customer service and employee satisfaction. Student employee train ...

5 On translating geometric solids to functional expressions 80%



Omid Banyasad , Philip T. Cox

Proceedings of the 5th ACM SIGPLAN international conference on Principles and practice of declarative programming August 2003

Language for Structured Design (LSD) is a high level, visual, logic programming language for design of structured objects. LSD combines the design and programming activities in a homogeneous programming/design environment by extending Lograph, a visual logic programming language, with the notion of solids and operations on them. At the back-end, however, a solid modeling kernel for maintaining low level description of solids and operations is required. In this paper, we report on our progress toward ...

6 Papers: Computer graphics and theatre 77%



Who Jeong Lee

Educators program from the 30th annual conference on Computer graphics and interactive techniques July 2003

In this paper, I discuss the multifaceted ways of integrating computer graphics and theatre. This includes my experience working with the Advanced Computing Center for the Arts and Design and the Ohio State University department of theatre, experimenting with CG to create graphics for physical and virtual environments. The ultimate example of this application is achieved by *Sleep Deprivation Chamber*, the joint production between the ACCAD (Advanced Computing Center for the Arts and Design) ...

7 Panels: The future of computer animation education 77%



Tereza Flaxman

Educators program from the 30th annual conference on Computer graphics and interactive techniques July 2003

8 Lighting simulation with radiance 80%



Anthony W. Kay

Linux Journal June 2003

Volume 2003 Issue 110

Turn simple data files into amazing 3-D scenes using free software.

9 A virtual environment for conceptual design in architecture 77%



Lee Anderson , James Esser , Victoria Interrante

Proceedings of the workshop on Virtual environments 2003 May 2003

We present a virtual environment application that has been developed for conceptual design in architecture and seeks to emulate aspects of a typical designer's work area. The environment provides a means of creating and manipulating basic geometry using a kiosk toolbox. More importantly, the environment provides simple means for using imagery and videos developed outside of the environment for use within the environment for both information and design. A DesignStation is provided within the envi ...

10 Best Paper: Early experiences with a 3D model search engine 85%



Patrick Min , John A. Halderman , Michael Kazhdan , Thomas A. Funkhouser

Proceeding of the eighth international conference on 3D web technology March 2003

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11 A search engine for 3D models 77%



Thomas Funkhouser , Patrick Min , Michael Kazhdan , Joyce Chen , Alex Halderman , David Dobkin , David Jacobs

ACM Transactions on Graphics (TOG) January 2003

Volume 22 Issue 1

As the number of 3D models available on the Web grows, there is an increasing need for a search engine to help people find them. Unfortunately, traditional text-based search techniques are not always effective for 3D data. In this article, we investigate new shape-based search methods. The key challenges are to develop query methods simple enough for novice users and matching algorithms robust enough to work for arbitrary polygonal models. We present a Web-based search engine system that support ...

12 Group editing algorithms: Achieving undo in bitmap-based collaborative 77%



graphics editing systems

Xueyi Wang , Jiajun Bu , Chun Chen

Proceedings of the 2002 ACM conference on Computer supported cooperative work November 2002

Bitmap-based collaborative graphics editing systems are a special class of real-time collaborative editing systems. Undo is an important and difficult problem in these systems. Existing solutions show low efficiency because additional space cost should be added to achieve the function of undo. In this paper, we propose a new solution to resolve the undo problem. The basic idea is to reduce space cost through exploring relations among operations. The algorithm given in the paper can undo any oper ...

13 Linking documents: XLinkProxy: external linkbases with XLink 77%



Paolo Ciancarini , Federico Folli , Davide Rossi , Fabio Vitali

Proceedings of the 2002 ACM symposium on Document engineering November

2002

In the linking model of the World Wide Web each link is stored in the referring document within an attribute of the A tag. All the hyperlink defined this way can reference a single resource or a single fragment. With the evolution of Web technologies more powerful linking languages (XLink and XPointer) have been proposed. Here we introduce XLinkProxy, a Web application that allows sophisticated hyperlink (defined using XLink and XPointer) to be defined outside referring documents, giving users th ...

14 Shape distributions

77%



Robert Osada , Thomas Funkhouser , Bernard Chazelle , David Dobkin

ACM Transactions on Graphics (TOG) October 2002

Volume 21 Issue 4

Measuring the similarity between 3D shapes is a fundamental problem, with applications in computer graphics, computer vision, molecular biology, and a variety of other fields. A challenging aspect of this problem is to find a suitable shape signature that can be constructed and compared quickly, while still discriminating between similar and dissimilar shapes. In this paper, we propose and analyze a method for computing shape signatures for arbitrary (possibly degenerate) 3D polygonal models. The ...

15 Section 05: home and neighbourhood: Notes towards an ethnography of 77%

domestic technology

Mark Blythe , Andrew Monk

Proceedings of the conference on Designing interactive systems: processes, practices, methods, and techniques June 2002

This paper reports the key findings of an ethnographic study of domestic technology in the home. The issues addressed include: the gendered division of domestic labour and gendered product design; the privatisation of domestic space through entertainment technologies; and the necessity of making mundane housework more enjoyable. The paper briefly describes the technology biography procedure that was used to gather data, outlines key design implications, and presents illustrative product suggesti ...

16 Poster Session: Interacting with parametrized geometric objects using 83%

lambda-terms

Jean-Francois Dufourd , Sven Luther

Proceedings of the seventh ACM symposium on Solid modeling and applications June 2002

This paper presents a framework for general parameterization in geometric modeling. We have adapted the λ -calculus formalism to the geometrical model of the generalized maps embedded in the plane. We investigated how this allows us to parameterize geo-metric objects by size, shape or position but also by other objects or operators. Thus, conditional, iterative, recursive and shared objects can be built and managed in an homogenous way. We have based the study on an interactive prototype impl ...

17 Geometric modeling and meshes: Parametrizing geometric objects using 83% λ -calculus

Jean-François Dufourd , Sven Luther

Proceedings of the 18th spring conference on Computer graphics April 2002

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18 Full Papers: Annotating and sketching on 3D web models

77%



Thomas Jung , Mark D. Gross , Ellen Yi-Luen Do

Proceedings of the 7th international conference on Intelligent user interfaces

January 2002

This paper reports on our progress and findings in building a Web annotation system for non-immersive 3D virtual environments. Over the last two years, we developed and tested two systems for collaborating designers to comment on virtual 3D models. Our first system, Redliner [12] lets design team members browse and leave text annotations on surfaces in three-dimensional models. Experience with Redliner, including two user evaluations in different settings, led us to develop Space Pen [13], a sec ...

19 Transportation, logistics, and distribution: Using simulation to evaluate site traffic at an automobile truck plant

77%



Joseph C. Hugin

Proceedings of the 33nd conference on Winter simulation December 2001

Recent trends in automotive manufacturing have increased the focus on the Just-In-Time (JIT) delivery of automotive components. By requiring smaller batches of parts delivered more frequently, automobile assembly plants now need methods for handling and understanding how the increased traffic will effect the safety and operation of their overall site. This paper focuses on the use of discrete event simulation to address the many traffic related issues brought on by this more aggressive inventory ...

20 Modeling methodology: GPSS: 40 years of development

77%



Ingolf Ståhl

Proceedings of the 33nd conference on Winter simulation December 2001

This year GPSS celebrates its 40th birthday. This paper reports on the development during these 40 years, starting with the first version developed by Gordon at IBM in 1961, and the following development of GPSS II, GPSS III, GPSS/360 and GPSS V, all IBM products. A major section is devoted to GPSS/H, which has dominated the GPSS scene during the last years. There is one section on the GPSSR family of GPSS versions and one on GPSS/PC and GPSS World. There are also many GPSS systems, p ...

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Prev
Page

1 2 3 4 5 6 7 8 9


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